NICK DE BRUIN

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PROFILE

During my education I have worked on a lot of algorithmic and socially complex problems, which is work I enjoy a lot. During my work at ChipSoft I have been able to help advance a medical application used by hospitals in the Netherlands and Belgium, through research and problem solving. In the future, I would like to continue working complex, impactful projects like these.

EDUCATION

Utrecht University

September 2023 - June 2025

MSc Computer Science, Game and Media Technology

Scientific Perspectives on GMT, Motion and Manipulation, Geometric Algorithms, Advanced Graphics, Game Physics, Computer Vision, Optimization and Vectorization, Serious Gaming.

University of Applied Sciences Windesheim, Zwolle

September 2019 - June 2023

HBO-ICT, BSc Software Engineering

Final Project Grade: 8.0

Object Oriented Software Design and Development, Web Development, Quality in Software Development, Games Programming, Machine Learning.

Various (short) internships and projects, with or at: E-Active, Djurve, Isala, ChipSoft.

EXPERIENCE

Software Engineer, R&D, ChipSoft

February 2023 - June 2024

Started as an intern to finish my Bachelor's degree. Within their application, I built a module for registration of donation of human tissue and other materials, based on information acquired from hospitals and legislation from the Netherlands, Belgium, and the EU. After the internship, I was hired to continue working on this module.

Techniques and languages used: C#, WPF, TFS, researching skills.

Store Clerk, Plus Wilmink (Later Plus Van Elswijk)

October 2016 - May 2021

Started as stock clerk, later helped close the store in the evenings. During my time there I developed a small application that was used to determine efficient routes for online orders.

SKILLS

Programming Languages and Frameworks

C#: WPF, ASP.NET, Entity Framework

C++: GPGPU, OpenCL

Python: Pytorch, Tensorflow, Keras Soft Skills: Scrum, research methods

Languages

Dutch (native), English (full professional proficiency, C1)